## BIRLA INSTITUTE OF TECHNOLOGY, MESRA, RANCHI (END SEMESTER EXAMINATION)

CLASS: BRANCH	IMSC I: MATHS & COMP.	SEMESTER : VII SESSION : MO/18	
TIME:	SUBJECT: CS7103 COMPUTER GRAPHICS AND MULTIMEDIA 3 HOURS	FULL MARKS: 60	
<ol> <li>INSTRUCTIONS:</li> <li>The question paper contains 7 questions each of 12 marks and total 84 marks.</li> <li>Candidates may attempt any 5 questions maximum of 60 marks.</li> <li>The missing data, if any, may be assumed suitably.</li> <li>Before attempting the question paper, be sure that you have got the correct question paper.</li> <li>Tables/Data hand book/Graph paper etc. to be supplied to the candidates in the examination hall.</li> </ol>			
Q.1(a)	Write the various usages of computer Graphics. Mention any input devices use	ed in graphics and [6	5]
Q.1(b)	Multimedia. Describe working of raster scan display system with appropriate diagrams.	[6	5]
Q.2(a) Q.2(b)	Write in detail about Bresenham's line drawing algorithm. Describe Midpoint algorithm for circle and draw points for the circle with radius origin (0, 0).	[6 = 20 and centre at [6	5] 5]
Q.3(a) Q.3(b)	Explain different types of transformations (Any three). Describe them with pro- matrix representations. Write and explain any two types of line clipping algorithms. Illustrate with suitable	per equations and [6 le examples. [6	5] 5]
Q.4(a) Q.4(b)	How has geometric data of polygon surfaces been stored? Write a general polygon and find its normal vector. Describe cubic spline interplotaion method with an example.	n surface equation [6	5] 5]
Q.5(a) Q.5(b)	Write in detail about parallel and perspective projections. Describe parallel projection transformation operation for a regular parallelopiped	[6   view. [6	5] 5]
Q.6(a) Q.6(b)	What is visible surface detection method and what are different types of such me Explain Depth buffer's method for visible surface detection for a collection of soli	thods? [6 d objects. [6	5] 5]
Q.7(a) Q.7(b)	What are different types of light source? Describe in detail for basic illumination what are different polygon rendering methods? Write in detail about any one of t	models. [6 hem. [6	5] 5]

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